

THE GAMER STUDENTS' ATTITUDES TOWARDS ENGLISH TEACHING AND LEARNING

(A Case Study at SMA Batik 2 Surakarta)

A Thesis



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S891602018

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the Graduate Degree in English Education**

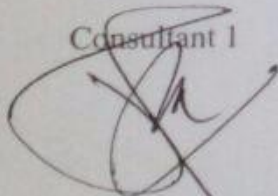
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2017

APPROVAL

This thesis is approved by the consultants to be examined by the Board of Thesis Examiners of Teacher Training and Education Faculty of Sebelas Maret University.

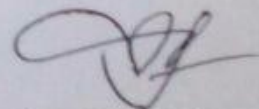
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LEGITIMATION

The Gamer Students' Attitudes towards English Teaching and Learning (A Case Study at SMA Batik 2 Surakarta)

A Thesis

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This Thesis has been approved by the Board of Thesis Examiners
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PRONOUNCEMENT

I would like to certify that the thesis entitled “THE GAMER STUDENTS’ ATTITUDES TOWARDS ENGLISH TEACHING AND LEARNING (A Case Study at SMA Batik 2 Surakarta)” is not a product of plagiarism or made by others. Anything related to others’ works is in the quotation and paraphrased forms in which the source is listed on the bibliography.

If then this pronouncement proves not true, I am ready to receive any academic punishment.

Surakarta, October 2017



Mohammad Romdhoni Prakoso

ABSTRACT

Mohammad Romdhoni Prakoso. S891602018. **THE GAMER STUDENTS' ATTITUDES TOWARDS ENGLISH TEACHING AND LEARNING (A Case Study at SMA Batik 2 Surakarta)**. Thesis, Surakarta: Master Program of English Department of Teacher Training and Education Faculty of Sebelas Maret University, September 2017.

Attitude is the most influential factor affecting students' English learning. Attitude involves three aspects: a) cognitive, b) behavioral, and c) affective aspect. For gamer students, video game is influential for shaping their attitude. Video game effect has five dimensions: a) amount of play, b) content, c) context, d) structure, and e) mechanics. This research uses case study as the research method. To choose the respondents, purposive sampling was used; and seven gamer students are chosen. Interview and observation were used as the main data collection techniques while questionnaire and document analysis techniques were used as supports. The collected data were analyzed using data reduction, data display, and conclusion drawing techniques. The aims of this research are to: a) identify the way the gamer students play video game viewed from the dimensions of video game effect, and b) unravel the attitudes of the gamer students towards teaching and learning English in terms of cognitive, affective, and behavioral aspects.

Keywords : *video game, video game effect dimensions, attitude, case study*

MOTTO

“Read in the name of thy Lord who createth.”

(QS. Al-‘Alaq: 1)

DEDICATION

This thesis is especially dedicated to:

1. My beloved mother, Siti Sguiarti, for the entire miraculous affection and the reason.
2. My brothers, SF Luthfie Arguby Purnomo and SF Lukfianka Sanjaya Purnama, for the knowledge, skill, and inspiration.
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6. My students in SMA Batik 2 Surakarta who sometimes make me happy and anexed.
7. I After Smile for the whole experience in gaming development and providing nice cooperation.
8. All of gamers all over the world.
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The researcher

Mohammad Romdhoni Prakoso

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